

nintendo
Wi-Fi
connection

NINTENDO DS™

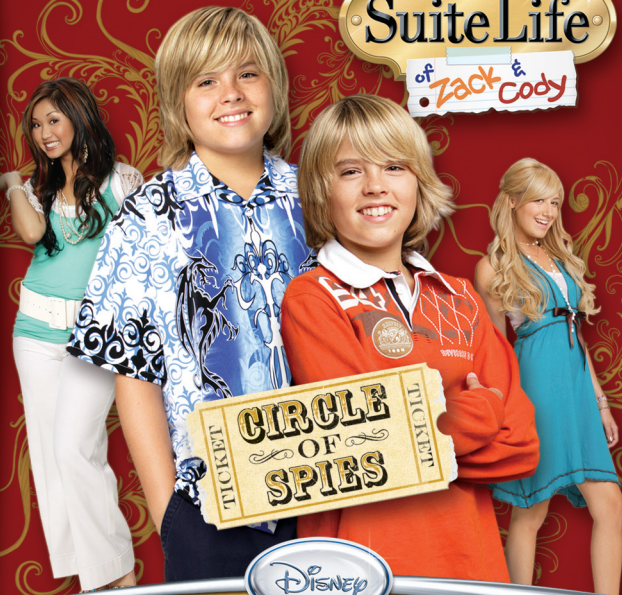
INSTRUCTION BOOKLET

NTR-A3HE-USA

Disney

— The —
SuiteLife

of Zack & Cody



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



LICENSED BY



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An international ring of spies has copied the plans to one of Arwin's most powerful inventions and is using it to build the dastardly Personal Lure Oscillating Transistor (P.L.O.T.) device, a machine capable of ruining The Tipton Hotel's reputation. Zack and Cody must find and destroy the machine before it's too late.

Control your favorite Suite Life characters as you undertake the biggest Zack & Cody adventure yet! Discover entirely new places, like the rival St. Mark Hotel and a mysterious traveling carnival. Revisit The Tipton Hotel in an all new way. Wield Cody's upgraded vacuum cleaner and other cool devices. With teamwork, Arwin's inventions, and London and Maddie's help, you can bring the bad guys to justice.

ENDLESS FUN

Enjoy endless adventures with single player and multiplayer action.

SINGLE PLAYER

Story Mode – Explore 16 action-packed levels.

Mini-games – Unlock four great mini-games as you search for the Personal Lure Oscillating Transistor (P.L.O.T.) device.

MULTIPLAYER

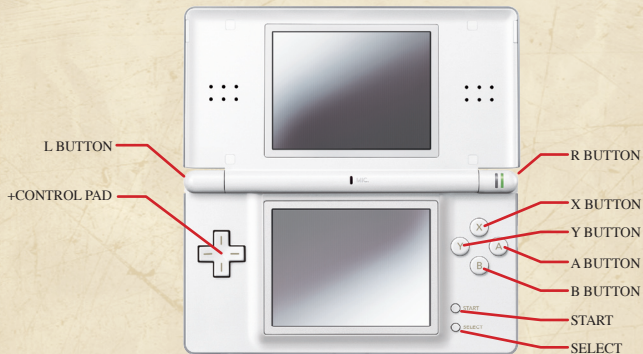
Mini-games – Compete against your friends in three cool mini-games.

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NAVIGATING THE MENU SCREENS

+Control Pad	Navigate the menu
A Button	Accept a menu selection
B Button	Cancel a menu selection
Touch Screen	Navigate the menu
START	Accept or pause a menu selection



GETTING STARTED

To begin your adventures as Zack or Cody, follow these instructions:

1. Make sure the POWER switch is OFF.
2. Insert *Disney The Suite Life of Zack & Cody: Circle of Spies* Game Card in the Nintendo DS™ slot.
3. Turn the POWER switch ON.

NOTE: *Disney The Suite Life of Zack & Cody: Circle of Spies* Game Card is designed for the Nintendo DS™ system.

4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the *Disney The Suite Life of Zack & Cody: Circle of Spies* game icon from the DS launch screen.

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STARTING A NEW MISSION

MAIN SCREEN

Choose between three exciting modes of play: Story, Multiplayer and Mini-games.

GAME SCREEN

To start a new game, choose one of the empty game slots on the Game Screen.

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CONTROLLING ZACK

Help Zack muscle his way through adventures with the following controls:

Run	Move the +Control Pad Left or Right.
Run (closer/farther)	Move closer and farther away by pressing Up and Down on the +Control Pad .
Sprint	Press and hold the A Button . <i>Hint: You'll need the Sport Shoes.</i>
Change Paths	Press Up or Down on the +Control Pad when the Change Path Icon is at Zack's feet.
Climb Ladder	Grab a ladder with the +Control Pad . Press Up or Down to climb.
Crouch	Press Down on the +Control Pad .
Crawl	To crawl, first crouch, then move with the +Control Pad .
Jump	Push the B Button to jump.
Wall Jump	Wall jumping is done with an accurately timed tap of the B Button while touching a wall. <i>Hint: You'll need Springs.</i>
Long Jump	Long jump by sprinting with the A Button and tapping the B Button to jump. <i>Hint: You'll need the Sport Shoes.</i>
Ledge Grab	Falling near a ledge will automatically trigger the ledge grab.
Ledge Climb	Press Up on the +Control Pad to climb up from a ledge.
Pole Grab	Falling near a pole will automatically trigger the pole grab.
Pole Move	Move forward or backward with the +Control Pad .
Drop	Drop from a pole or ledge by pressing Down on the +Control Pad .

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Climb Object	Jump onto an object with the +Control Pad to get on top of it. <i>Hint: This only works when moving left and right.</i>
Switch to Cody	Press the L Button to switch to Cody, or tap the Zack & Cody icon on the Touch Screen .
Tag or Separate	To tag or separate the twins, tap the team icon on the Touch Screen . <i>Hint: The brothers must be close to one another.</i>
Interact	Tap the Interaction Button on the Touch Screen to open a door, talk to a character, activate an elevator, etc.
Pause	Close the DS panel or press START to pause the game.

10 CONTROLLING CODY

Use these controls when playing Cody:

Run	Move the +Control Pad Left or Right.
Run (closer/farther)	Move closer and farther away by pressing Up and Down on the +Control Pad .
Change Paths	Press Up or Down on the +Control Pad when the Change Path Icon is at Cody's feet.
Climb Ladder	Grab a ladder with the +Control Pad . Press Up or Down to climb.
Crouch	Press Down on the +Control Pad .
Crawl	To crawl, first crouch, then move with the +Control Pad .
Jump	Push the B Button to jump.

Ledge Grab	Falling near a ledge will automatically trigger the ledge grab.
Ledge Climb	Press Up on the +Control Pad to climb up from a ledge.
Drop	Drop from a pole or ledge by pressing Down on the +Control Pad .
Climb Object	Jump onto an object with the +Control Pad to get on top of it. <i>Hint: This only works when moving left and right.</i>
Switch to Zack	Press the L Button to switch to Zack, or tap the Zack & Cody icon on the Touch Screen .
Tag or Separate	To tag or separate the twins, tap the Team icon on the Touch Screen . <i>Hint: The brothers must be close to one another.</i>
Interact	Tap the Interaction Button on the Touch Screen to open a door, talk to a character, activate an elevator, etc.
Pause	Close the DS panel or press START to pause the game.



CONTROLLING THE GADGETS:

USING ZACK'S GADGETS

Aim Mode	Hold down the R Button to activate Aim mode.
Aim	Aim the auto-pitcher Up or Down with the +Control Pad . <i>Hint: You must be in Aim mode.</i>
Center Aim	Release the R Button to center Zack's aim.
Shoot	Shoot the auto-pitcher with the Y Button . Hold the button down to rapid fire for certain gadgets.
Change Ammo	Use the Touch Screen to change the ammo type or press the X Button to cycle through the ammo options.
Equip Item	Equip or remove equipment with a tap on the Touch Screen .

USING CODY'S GADGETS

Use Metal Detector	To activate the metal detector, press and hold the A Button . To deactivate it, release the button.
Aim Mode	Hold down the R Button .
Aim	Aim the vacuum Up or Down using the +Control Pad .
Center Aim	Release the R Button to center Cody's aim.
Vacuum Suck	To use the vacuum suck power, press and hold the Y Button .
Vacuum Blow	To use the vacuum blow power, press and hold the X Button .
Equip Item	Equip or remove equipment by tapping the Touch Screen .

WORKING TOGETHER...AND APART

SWITCHING CHARACTERS

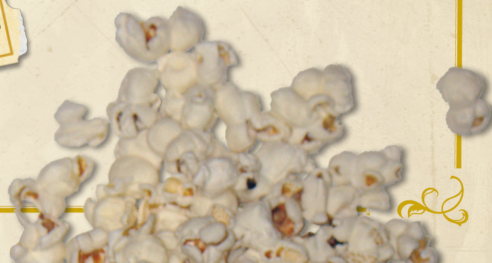
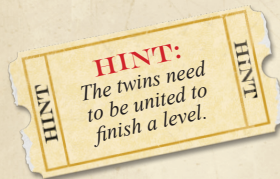
Switch between Zack or Cody to accomplish each level.

AUTO OR MANUAL SWITCHING

Zack and Cody will separate if one does a move the other can't. You can manually separate the characters by tapping the Team icon on the **Touch Screen**. To reunite them, press the Team icon again. Make sure the twins are near each other before reuniting.

SWITCHING PATHS

When the path separates, the Change Path icon will appear. Press Up or Down on the **+Control Pad** to choose your new path.



NOTES

NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows multiple *Disney The Suite Life of Zack and Cody: Circle of Spies* owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).